

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended) An electronic apparatus ~~having a game function and a phone function, comprising:~~

a game CPU which executes a game related process;

a phone CPU which executes a phone related process;

~~an interruption key to initiate an interruption of a game process in execution;~~

~~a first register to which a first predetermined value is set in response to an operation of said interruption key;~~

~~— an interrupting mechanism which~~ wherein said game related process includes a game process to play said game and an interruption process to interrupt  
~~interrupts said game process when a setting of said first register indicates said first predetermined value; and~~

~~— a detector which detects an incoming phone call; and~~

~~— a setting mechanism which~~

said phone related process includes a setting process to set ~~sets said first predetermined value into said first register in response to a detection of said~~ when an incoming phone call is detected.

2. (currently amended) An electronic apparatus according to claim 1,  
~~further comprising wherein said game related process further includes a storing~~  
~~mechanism which stores process to store~~ current game data into a memory when  
~~the setting of~~ said first register indicates said first predetermined value.

3. (currently amended) An electronic apparatus according to claim 1,  
~~further comprising wherein said phone related process further includes a~~  
~~determination mechanism which determines process to determine~~ whether said  
game process is in execution ~~an activated state~~ or not, ~~wherein and~~ said setting  
~~mechanism process~~ sets said first predetermined value into said first register when  
~~said game process is in execution and said detector detects an incoming phone~~  
~~call in response to a detection of said incoming phone call when a determination~~  
~~result of said determination process is affirmative.~~

4. (currently amended) An electronic apparatus according to claim 1,  
further comprising:

a restart key to initiate a resumption of said game process; and

a second register to which a second predetermined value is set in response  
to an operation of said restart key; and

wherein said game related process further includes a restart mechanism  
~~which resumes process to resume~~ said game process when setting of said second

register indicates said second predetermined value.

5. (currently amended) An electronic apparatus according to claim 1, further comprising: a display which displays a game screen; ~~and, wherein said~~  
~~phone related process further includes a modifying mechanism which modifies~~  
~~process to modify~~ a tone of said game screen in response to a detection of said incoming phone call.

6. (currently amended) An electronic apparatus according to claim 1, wherein said game related process is executed according to a game program downloaded from an outside source ~~by said phone function~~.

7.-14. (canceled)

15. (currently amended) ~~The~~ An electronic apparatus ~~of according to~~  
claim 1, wherein ~~the said~~ interruption ~~of the game process in execution further~~  
~~comprises: a pausing mechanism which pauses~~ continues to pause ~~the said~~ game  
process ~~in execution and which maintains the pause of the game process until the~~  
game process execution is resumed.

16. (currently amended) ~~The~~ An electronic apparatus ~~of according to~~

claim 4, wherein ~~resuming the game~~ said restart process ~~further comprises: a~~  
~~clearing mechanism which~~ removes said first predetermined value from said first  
register and removes said second predetermined value from said second register.

17.-20. (canceled)

21. (new) An electronic apparatus for enabling a user to play a  
videogame or communicate in a telephone call, the electronic apparatus  
comprising:

a user-operable key;

a detector which detects receipt of an incoming telephone call; and

a pausing mechanism which pauses play of a videogame by the electronic  
apparatus as a result of operation of the user-operable key and which also pauses  
the play of the videogame as a result of the detector detecting receipt of an  
incoming telephone call.

22. (new) An electronic apparatus according to claim 21, wherein when  
the pausing mechanism pauses play of the videogame as a result of the detector  
detecting receipt of the incoming telephone call, the pausing mechanism pauses  
play without requiring operation of the user-operable key.

23. (new) An electronic apparatus according to claim 21, wherein videogame play is resumed after the pausing mechanism pauses play of the videogame as a result of operation of the user-operable key.

24. (new) An electronic apparatus for enabling a user to play a videogame or communicate in a telephone call, the electronic apparatus comprising:

a user-operable key;

a detector which detects receipt of an incoming telephone call;

a setting mechanism for setting a predetermined value in a register upon operation of the user-operable key as well as setting the predetermined value in the register upon the detector detecting receipt of an incoming telephone call; and

an interrupting mechanism which interrupts game play of a videogame by the electronic apparatus when the predetermined value is set in the register.

25. (new) An electronic apparatus according to claim 24, wherein when setting mechanism sets the predetermined value in the register upon the detector detecting receipt of the incoming call, the interrupting mechanism interrupts the play of the videogame without requiring operation of the user-operable key.

26. (new) An electronic apparatus according to claim 24, wherein

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***Application No. 09/994,914***

***May 4, 2005***

videogame play is resumed after the interrupting mechanism interrupts play of the  
videogame upon operation of the user-operable key.